



REVENGE OF THE MUTANT CAMELS

THE CAMELS ARE BACK!

The Attack of the Mutant Camels can be considered a turning point in Human history. Everybeing is familiar with the story behind the devastating attempt to invade Earth; how the Zzyaxian/Irtaian Empire abducted camels from Earth and genetically mutated the beasts to lead an abortive attack on our home planet, and how our own scientists were stimulated by the attack into producing the Metabeasts, the cerebrally-enhanced animals that we all know and love (and in some bizarre cases marry).

But what became of the camels which were not used in that devious attack upon Earth? Little was known until recently, when a group of telepathic MetaGoats made contact with familiar but strangely hostile entities. Further research established that the contactees were in fact the herd of Terrestrial camels abducted and enhanced by the Zzayaxians, from which the attack force had been drawn.

Psychic deprogramming by the best Human psi operatives enhanced by the strength of 10,000 telepathic MetaGoats served to break the Zzaxian conditioning and convince the camels of their loyalty to Earth. We learned from them that they were on the Zzaxians' Psychological Disorientation Warfare Development planetoid Phensyk III, and that the whole planetoid was being driven at speed towards Earth in readiness for another attack.

The camels, awakened at last to the nature of the heinous galactic abductors, are determined to strike a blow for the Earth and all Earthly life forms. So it was that a brave group of Mutant Camels set out across the deep blue sands of Phensyk III with the avowed intention of taking over the planetoid for Earth. The horrified Zzyaxian overlords, taken by surprise, unleashed some of the most bizarre psychodisorientation weapons ever developed, designed for use against Earth but now pressed into service against the camels. Once again the beasts went to battle – but this time on the side of Humankind, against the vilest forces this Galaxy has ever seen...

LOADING THE GAME

There are two versions of the game on the tape. Side 1 contains the game recorded in new, experimental TURBO tape format. This requires a good tape deck and ideal conditions to load, since the data transfer rate is much higher than with a standard tape load.

Since not all tape systems will be successful with Turbotape, a standard format copy of the same is on side 2. If Turbo repeatedly fails please use the standard format recording. Should the standard recording ever fail, please return the tape for test and replacement.

In either case loading procedure is the same. Holding down SHIFT, tap the RUN/STOP key. When you see

PRESS PLAY ON TAPE

do so. After a short delay you will see the message

FOUND REVENGE

When you see this press the Commodore logo key. From this point loading takes approx. 15 mins for standard format recording or 1 min 30 secs for TURBO format.

The program will start automatically once it has loaded.

PLAYING THE GAME

1) SELECT YOUR PLAY OPTIONS

Press 'o' on the keyboard to bring up the Options screen. Pressing f1 changes the Wave Sequence.

WAVE SEQUENCY: There are 42 attack waves. In NORMAL wave sequence, you start at wave 1 and proceed to wave 42 in numeric order. In RANDOM wave sequence, your next wave is drawn randomly from amongst the first 32. (The last 10 waves can only be seen by playing in NORMAL sequence through waves 1-32!).

Pressing f3 changes the number of players: 1 or 2, both using the same joystick plugged into the REAR Joystick port.

Pressing f5 selects the DISTANCE between zones. Your camel stays in any one zone until it has walked a certain, preset distance, when the next wave will begin. The standard distance is 7km, but if you are a good player, you may adjust this distance by pressing f5, up to a max of 19km. Pressing f7 returns you to the Title screen. If you do not select Options at all, default options are assumed: STANDARD sequence, one player, 7km zones.

2) CHECK YOUR JOYSTICK!

The joystick should be plugged into the REAR joystick port #2.

3) PRESS FIRE BUTTON TO START

If the game does not start, check the joystick. If it still won't go check you're not still in OPTIONS screen. If you are, press f7 to return to TITLE screen. THEN press the fire button!

You should see the message

STAND BY YOUR BEAST, PLAYER ONE AND HEAR A SORT OF LOW PITCHED ELECTRO-BELCH FROM THE SPEAKER. STANDBY – YOU'RE GOING INTO ACTION.

CONTROLLING YOUR CAMEL

Moving your joystick to the right causes the beast to walk to the right. Moving it to the left causes the animal to stop and be carried left by the motion of the screen. Leaving the stick central causes your camel to walk at the same rate as the background moves and appear to 'walk in place' on the screen.

Pushing the stick UP causes your camel to jump. The animal can jump straight up, or slightly to the left or right. Useful for jumping over things. Pulling the stick DOWN causes your camel to sit down. It will stay down until you release or push up the stick, and if the motion of the screen threatens to carry it off the leftmost screen edge it will rise and begin walking.

FIRING

Holding down the FIRE button and tilting the joystick in any of the 8 directions causes the beast to spit in that direction. When your finger is on the FIRE button the camel will not jump or sit down. Note that a seated camel must rise in order to spit.

PAUSE CONTROL

If, during the game, you need to suspend the action, press SPACE. The screen will show
PAUSE MODE ON ANY KEY TO RESTART

Press SPACE again to carry on where you left off.

SHIELDS

Everything knows that mutant camels have Neutronium shields, and yours is no exception. The status of the current beast's shields is shown in two ways: by the animal's colour and by the ions bar at the top of the screen labelled NEUTRONIUM STATUS. Each time you are hit, your shields are damaged. When that bar gets short, be careful. When it is reduced to a little sliver – better watch out!

YOUR OBJECTIVE

Your aim is to win through as many of the 42 attack waves as you can, scoring as many points as possible along the way.

You must learn attack and defensive strategies for all the waves – not a short-term operation!

ATTACK WAVES

These are of fixed duration. A counter at top of screen shows to the nearest whole KM how far you have to travel in a particular zone. When it reaches 0, you are on the point of being transferred into the next zone.

As you leave a zone, you receive bonus points for remaining Neutronium, and your shield strength is doubled.

GENERAL

Should you complete all 42 attack waves, you will proceed to Level 2 in the game – longer sectors and faster attacks.

When all 5 camels are lost the game is over. If you get on the top 4 list you may enter up to 36 characters for the score table. You may use letters, spaces, dots and even commas. Press RETURN when done.

HINTS AND TIPS

- 1) Evolve a strategy for each wave. At first learn how best to survive later you can look at potential high scoring strategies.
- 2) Are there safe spots? Some waves have places where you are safe, or where a simple firing pattern will keep you safe. Usually this won't score much, but it's useful if shields are low.
- 3) Is the wave aggression related? Some waves are designed such that if you don't zap them too much, they won't go for you much (these waves usually give good scores for being aggressive – but if you've weak shields, play it cool).
- 4) Are there any specially high scoring features this wave? Some waves have ways to score lots of points – find 'out how!
- 5) Remember to duck and jump if necessary!
- 6) Watch out for things you can't shoot.
- 70 Be especially wary of:

Sheep; anything belonging to British Telecom; knives from Sheffield; things which rotate; anything belonging to Ronald Reagan; British Rail sandwiches; bad software; smoking (it's bad for camels); Australian skiers . . .

GOOD SCORES

I can only give you my best to date; this is a score of 907,785, going through all 42 waves and getting my come-uppance on Wave 2 of Level 2.

That was extremely tough and I achieved it after about 1 and a half hours' play, finishing at about 2am. So completing all 42 is NOT GOING TO BE EASY chum!

Anyway – good luck! May all your camels be mutant ones and may your life be filled with llamas. If you beat my score, call and let me know. I'll keep track of the current best.

JEFF MINTER

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